



ST ACE

September 1987

of Sonoma County

ISSUE #13

NEXT MEETING ■■■■■

THURSDAY, SEPTEMBER 17

Meetings are held at the West Santa Rosa Baptist Church, 3884 Sebastopol Rd, Santa Rosa. Go west on Highway 12 from Santa Rosa, turn left at the light at Wright Road (Fulton), go one block and turn left on Sebastopol Road. The church is on the right-hand side. We are in the building to the right of the Sanctuary.

MEETINGS ARE GENERALLY HELD ON THE THIRD THURSDAY OF THE MONTH at the same time and place.

MEETING ACTIVITIES ■■■■■

The editor and publisher of ST APPLICATIONS, Bill Petrie, will be telling us a little about PUBLISHING A MAGAZINE WITH THE ST. This should be very interesting and informative. Thanks Bill!

Election of Club Officers

This meeting we will be voting on the club's officers for the next club year. This will be a Soviet-Style election, that is, there is only one candidate for each elected position. The positions and nominated officers are listed below:

President: Jim Oglesby
Vice President: Greg Correll
Treasurer: Tom Harpham
Membership: Cathleen LeFevre

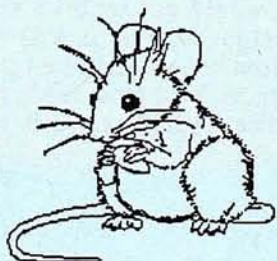
See you at the polls, comrades!

Software Demonstrations

WE HAVE SEVEN NEW CLUB DISKS THIS MONTH! We will be showing you the highlights from each of these "Little GEMs". Read this month's Public Domain article for a description of these new disks.

Board of Directors

Jim Oglesby - Program Director
Mark Taylor - Membership
Jan Fruchey - Color Librarian
Jerry Mc Bride - Newsletter Editor
Dave Filippello - Artist, Co-Editor
John Haseltine - Treasurer
Ken Williamson - Mono Librarian
Paul Chinn - BBS Sysop.



Hold on to Your Bits, Here Comes Another ST Software Swap!

Bring your **FACTORY ORIGINAL** software **WITH ORIGINAL DOCUMENTATION** to the club meeting and swap it for something new! Get rid of that game you solved two months ago. As usual, swapping pirate copies of software or documentation will not be tolerated.

Programmers' S.I.G.

Come down to Atari Point International Raceway, Thursday, September 17. We've got bit-stompin, microprocessor-burning programmers meeting at the **PROGRAMMERS' S.I.G.** Come on down, We've got the dragsters, we've got the funny cars... er, wrong commercial, sorry.

WE WILL NEED SOME COMPUTERS AT THIS MEETING. PLEASE CALL GREG CORELL AT 575-3527 IF YOU WANT TO BRING YOUR COLOR ST!

Remember, if you bring your computer, you get five free blank disks, or two free club disks! Call Greg Correll at 575-3527 before the meeting day to make arrangements. Please be at the church at 7:00 PM.

Wanted: Dead or Alive!

We need someone to bring about \$20 worth of snacks & drinks to the meeting! Please call Jim Oglesby if you can do it! Of course, you'll be reimbursed. Please help out!

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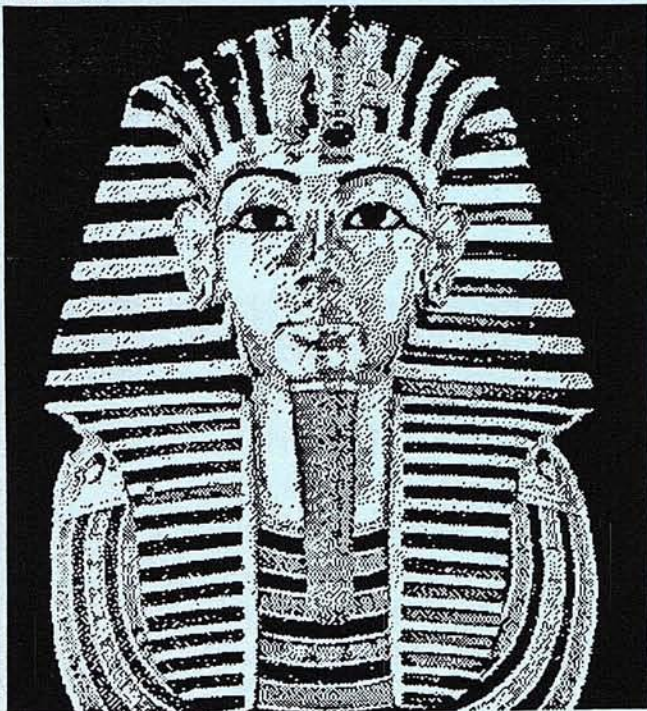
MEMBERSHIP REPORT

by Mark Taylor

Time certainly does fly. It has really been one year since ST ACE got started. Some of you remember that first organizational meeting held at Software 1st in August, 1986. Nineteen persons attended. My greatest surprise was that nine people volunteered to serve on the steering committee!

Well now it is September, 1987 and we have 188 member families, a good looking newsletter, 36 excellent public domain disks (thanks, Dan), and a 25" RGB Sony monitor. We also have over 50 memberships expiring. A few persons have already renewed. If you are not sure if your membership has expired, check your newsletter label - it lists your expiration date. As I look at the expiration list, I see many new friends and "computer buddies" I've made in the last year. I also see the 50 people who trusted that the club was really going to happen by joining up the first month. I hope they feel it has been worthwhile. It certainly has been for me.

You can renew your membership by paying \$15 at the meeting, or in Software 1st or by mailing it to the P.O. Box, Attn. Membership. One additional newsletter will be sent after expiration before dropping you. Each month we will print a list of expiring memberships. The date is printed on your label if you want to renew in advance. The disk librarians will also have a list of current memberships and expirations. So join up again if you have found it to be profitable. We need your support.



NEW TOS ROMS

TOS ROMS -- BLITTER VERSION

The 1987 revision of TOS is scheduled for release in conjunction with the new "blitter" chip. The new TOS has been upgraded to include support for the hardware blit as well as retaining the software blit functions for full compatibility with older software which relies on hardware timing (a definite no-no).

Changes in the new ROMs are:

RS232: The RS232 handler has been completely rewritten.

RTS/CTS: handshaking now works. Baud rates 50 and 75 now work.

CLOCK: Support is now included for the Mega ST's built-in, battery-backed-up realtime clock. The realtime clock is automatically used by the XBIOS gettime and settime functions for the IKBK. The GEMDOS clock is reset from the realtime clock at the termination of every program.

STARTUP: Memory clear at system startup is much faster, improving performance on multi-megabyte systems.

DESKTOP: The desktop now includes a control for deactivating/activating the blitter chip. Also, the Save Desktop and Print Screen selections will request confirmation. Spurious characters are no longer written to the DESKTOP.INF file. Doing a PRINT or SHOW from the desktop will now display characters with ASCII codes above 127. SHOW and PRINT use a larger buffer now. Single drive copies now require fewer disk swaps.

CART: Cartridge handling has been revised, eliminating the need for "CARTSTART" code and allowing .TOS and .TTP programs. Lower case letters will now be accepted and passed to an application from the "Open Application ... Parameter" box.

AES: The AES will now send repeat clicks if the mouse button is held down on the arrow or page controls of a window, which lets a window smooth scroll. The AES underscore bug is now fixed. APPL_TPLAY and APPL_TRECORD now work. The limit of 30 characters on a line in an alert box is now rigidly enforced.

MOUSE: The mouse redraw can now be set to XOR mode. The system will return after a single click if this is what was requested.

DMA: The DMA bus can now have more than one device attached at powerup time, without any special software.

FLOPPY: The floppy read/write code checks for more errors now. In prior versions, the system would not report a CRC error under certain circumstances; now it will. This hurts some copy protection schemes. The format of the floppy disk has been skewed from track to track to improve disk speed; the XBIOS supports this by using - 1 for the

skew value and placing a pointer to a one word per sector skew table in the previously unused longword.

VDI: The VDI will now draw arcs with small angles.

BIOS: Character out routines are much faster.

BLITTER: Automatic blitter chip support is included in line-A and VDI calls. The extended inquire will report a larger performance factor than before, allowing applications to check for the presence of the blitter. A new XBIOS call has been added to check for the blitter and to activate or deactivate it. The blit is not reentrant -- line-A and VDI should not be called from within an interrupt.

REGISTER: The registers D0, D1, D2, A0, A1, A2 have always been forfeit when a trap call was made. Now the demise of these occurs under more conditions than before.

MEMORY: Slightly more RAM is used by the system. Programs that were close to the edge on a 520ST may no longer fit.

VARIABLE: Most undocumented system variables have been moved. You were warned!

NOTES AND WARNINGS:

1. Some programs depend on the OS always being at SFC0000. This is *not* cast in stone and will probably change soon. To find the OS header, use the pointer "sysbase" as documented.

2. The 4 megabyte ST puts the screen near the end of accessible RAM. Sloppy programs that have been writing past the end of the screen will give bus errors if they do so on the 4 meg ST.

AIRBALL - A REVIEW

By Dan Fruchey

In June Microdeal (a company under the Michtron alliance) released a new Arcade action adventure game known as Airball. The general theme runs something like this: You are a valiant warrior who has been turned into a soap bubble by an evil wizard. The wizard has placed you in a large mansion (so far I've navigated over 280 rooms) that contains the means of escape hidden within its halls. Somewhere in the mansion is a spellbook that describes the means for returning to your proper form, it is well hidden and only a careful search will reveal it.

Sounds pretty straight forward so far, doesn't it? As is the case with all games of this type there is a catch (actually a number of fairly nasty ones). For starters you have a slow leak, periodically it is necessary to find a pump and blow yourself up before you run out of air and die, in addition its also possible to overfill yourself and pop, so be careful! Along the way you must traverse corridors and rooms filled with spears, spikes, thorns, and other items set on rupturing your delicate skin and destroying you. In addition there are pitfalls, floors covered with acid, one-way traps and many other twists.

The game is fairly fast moving, as play begins all screens are loaded at once, this means that when you leave one room and enter another play continues immediately, there is no pause while the disk drive runs and loads another screen. Graphics scrolling is fast and accurate. The screens are extremely diverse with each room using a wide variation of contents and layouts. The graphics are excellent, I would without a doubt rate the detail and coloring an equal with Time Bandits, the number one ST game up to this time. Puzzles and obstacles are well thought out and all can be overcome with practice, a little foresight, and plenty of navigation through the game. Many obstacles are overcome through the possession of other objects (a flashlight, a cross, etc.) part of the process that makes Airball challenging is that you may only carry one object at a time.

Airball can be used with joystick, mouse, or even keyboard character input. While a joystick works best the game can still be realistically played using the other methods available. Throughout play a great little theme song plays, it is just the thing you'd expect to hear in a fast paced adventure style game such as this.



There are a couple of drawbacks to game play however. High scores are saved in RAM, as a result your score will not be written to disk, once you turn the machine off your score is lost forever (Honest you guys, I really did get 10,000 points!). The only other drawback I found was an inability to save player position, as a result you must continue play till you die, win, or need your computer for something else. A pause option is included so you can answer the phone, etc. and return to it.

I heartily recommend this gem of a program, it is one of the bright points in a recently drab gaming market. If you are not the addictive type when it comes to games you might do well to pass this one by.

Airball requires lots of practice in order to make it through, you may die a dozen times trying to enter the hidden lair of the dragon's head but it is well worth the effort when you've arrived (now how do I get back out?).

Microdeal is releasing an Airball construction set which should be out this fall, once you've finished the game create your own mansion (evil wizard not included). On a scale of 1-10 for ST games I'd have to say Airball is a definite 9+. Now if you'll excuse me I have to get back, I still need to find that missing Buddha...

BASIC AND BUDGETS (part 1)

by Jim Oglesby

With the start of the second year of ST ACE, I hope more club members will turn their attention to the creative use of their computer systems. While microwaving a frozen dinner may be quick and at times even valuable, there is still something special about creating your way, to suit your tastes, and to satisfy your ego. That's also the difference between running a canned program and writing your own. Which brings me to GFA Basic and home budget programs.

About ten years ago I discovered a budget program in a magazine that seemed to combine the best of manual systems with one of the strong points of computers - calculating power. The traditional budget program generally duplicates the users existing manual checkbook records. This duplication of effort is especially hard to swallow in light of the oft repeated claim that computers are supposed to save time. And, all the charts, graphs, and bells are of little consolation as they explain how and why you spent too much money last month (my checkbook always tells me I spent too much money last month!). It seems that deciding how

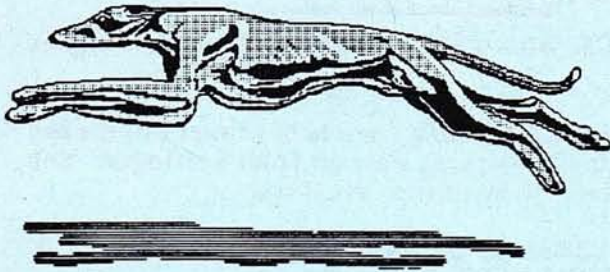
much money should be spent is irrelevant. I fear that this attitude is a leftover from the pre-computer days. After deducting for rent, groceries, medical, and bills, what little was left was simply stuffed into several general categories. At the end of the month totals were run, and sure enough, everything was overspent except savings!

Well, the recursive budgeting program I discovered put to good use the true calculating power of the computer and met this problem head-on. The program asks you to specify how much you would like to spend in each of the expense categories it presents you. The key is "would like to spend." The first time through your total expenditures will total two or three times your available income. The computer takes that excess expenditure and deducts it, pro-rata, from each of the expense categories. Your budget now matches your income. But, allowing for only half a monthly rent or mortgage payment is hardly a workable solution. Consequently you are allowed to again go through the budget categories to change or freeze any items. If you increase the amount you want to spend, all other budget categories will be decreased. If you decrease spending, all other budget categories will be increased. And so it goes until all of your expenses have been frozen and your budget is within your income. This is the recursive nature of the program. Over and over it asks for spending information, and over and over it recalculates and adjusts all the unfrozen spending categories.

What is so great about this is that the user is forced to confront his conflicting spending goals and make the conscious decisions necessary to bring spending in line with income.

Next month I'll get into GFA BASIC as it relates to the development of my budget program. I plan on releasing it as public domain after it receives some polishing. If you would like to try out the program I will give it out to anyone who will offer advice on needed improvements and enhancements. Thanks.





ST ACE Public Domain

Each month this section will list the disks which are currently available, notices regarding errors on previous disks, and previews of new disks.

LOOK WHAT'S COMING!

Since this is my last month as disk librarian I got particularly busy and pumped out 7 disks in one month. Many are for specific special interest groups but there should be something for everybody in this batch.

ST ACE Disk #30 - CAD-3D Object files/Pics

This disk contains these files and folders;

- * OBJECTS.3D
- + CHBOARD.3D - Chessboard object file.
- + CITY.3D - City object file.
- + CONICS.3D - Cones, Pyramids, etc.
- + CUBEGRID.3D - Cubes on grid.
- + ENPRIS.3D - Starship Enterprise.
- + FAN.3D - A fan.
- + FIGHTER.3D - Jet fighter plane.
- + FLAMIN.3D - Flamingo bird.
- + HELMET.3D - 16th century Japanese warriors helmet.
- + HOLLOW.3D - Sphere containing other objects.
- + MONITOR.3D - ST Monitor.
- + PHONE.3D - Dial phone.
- + PIECES.3D - Chess pieces.
- + SHUTTLE.3D - Shuttle from Starship Enterprise.
- + STARWARS.3D - Death Star surrounded by Tie Fighters.

All object files can be manipulated, reconstructed, etc. with CAD 3D versions 1.0 and 2.0 by Tom Hudson.

*** PICTURES**

- + CAD3D.TNY - Degas pic created with CAD 3D.
- + CHESS.TNY - 3D Chess set.

- + GRID.TNY - 3D Grid.
- + SPACE.TNY - Space pic.
- + STHENGE.TNY - Stonehenge monoliths.
- + TINYVIEW.PRG - Pic viewing program. [L/M/H]
- + TINYSTUF.PRG - Converts tiny pics to DEGAS/NEO. [L/M/H]
- + 3DFILE.TXT - Hints on CAD-3D use.
- + ANIFMT.TXT - Description of animation option use/format.

YOU MUST OWN CAD-3D IN ORDER TO USE THE OBJECT FILES!!

ST ACE Disk #31 - CLIP ART

This disk contains the following files;

- + CAPITOL.TNY - Capital Building in Washington D.C.
- + HALLOWEN.TNY - Witches, black cats, etc.
- + HOLI_MSC.TNY - Chinese dragon, Church building, other misc.
- + JULY4TH1.TNY - Statue of Liberty, patriotic emblems.
- + JULY4TH2.TNY - " " "
- + LIBERTYB.TNY - Digitized pic of Liberty Bell.
- + MICKEYMO.TNY - Mickey Mouse
- + MONALISA.TNY - Digitized pic of Mona Lisa painting.
- + MOTHERS.TNY - Flowers, Cameo, Tray w/Mothers Day sign.
- + PARTYM1.TNY - People dancing and in costumes.
- + PARTYM2.TNY - " " "
- + PRESDAY1.TNY - Cameos of U.S. Presidents.
- + PRESDAY2.TNY - " " "
- + SLEIGHRI.TNY - Digitized pic of couple on sleigh ride.
- + STARS.TNY - Stars & Stripes Eagle emblem.
- + THANKSG1.TNY - Turkey, flowers, food.
- + TUT.TNY - Digitized pic of famous death mask.
- + VALENTN1.TNY - Valentines hearts, cupid, couple hugging.
- + VALENTN2.TNY - " " "
- + WHISTLER.TNY - Digitized pic of Whistler's Mother.
- + XMASART1.TNY - Elves, Santa, Ornaments, XMAS trees, etc.
- + XMASART2.TNY - " " "
- + XMASART3.TNY - " " "
- + XMASART4.TNY - " " "
- + TINYSTUF.PRG - Converts pictures to and from .TNY format as well as changing NEO to DEGAS, DEGAS to NEO. [L/M/H]

+ TINYVIEW.PRG - Slideshow program to view clip art. [L/M/H]

PLEASE NOTE: All clip art has been saved in high resolution. It may be converted to low or medium resolution using DEGAS ELITE or PICSWITCH (ST ACE disks #6 & 27). Some desktop publishing or other graphics programs can automatically convert these pictures to the resolution you are working in. Consult your users guide. If you are using Publishing Partner these pictures can be used as is, PP will do the work for you.

ST ACE Disk #32 - Clip Art

This disk contains the following files;

- + AIRCRFT1.TNY - Hot air ballon, antique planes, helicopters
- + AIRCRFT2.TNY - " " "
- + ARCHAEOP.TNY - Dinosaur
- + BUGS.TNY - Digitized spiders, flies, roaches, etc.
- + CARS2.TNY - Digitized motor vehicles.
- + COKE.TNY - Trademark symbol for Coca-Cola.
- + CORNERS.TNY - Border corners for highlighting text, etc.
- + DRAGON.TNY - Chinese dragon
- + GEISHA.TNY - Japanese print of Geisha girl.
- + GRABBER1.TNY - Eye grabbing symbols and signs.
- + GRABBER2.TNY - " " "
- + GREYHOUN.TNY - A greyhound dog.
- + HORSES1.TNY - Digitized pics of horses.
- + HORSES2.TNY - " " "
- + JULY4TH3.TNY - Firecrackers, Uncle Sam, Liberty, more.
- + JULY4TH4.TNY - " " "
- + LION_ART.TNY - Line drawings of lions.
- + MICE.TNY - Mickey and Minnie Mouse.
- + OPUS.TNY - Bloom County character penguin Opus.
- + PICASSO.TNY - Digitized pic of famous Picasso artwork.
- + PIZZA.TNY - Digitized pic of Tower of Pisa.
- + REMBRAND.TNY - Digitized pic of Rembrandt painting.
- + RHINOCER.TNY - Excellent pic of Rhinoceros.
- + SHIP_1.TNY - Sailing ship.
- + SHIP_2.TNY - " " "
- + DSLIDE11.PRG - Slideshow for viewing clipart, uses all ST pic formats and resolutions and converts for viewing on any ST. [L/M/H]
- + TINYSTUF.PRG - Converts tiny pics to DEGAS & NEO pics to .TNY and .TNY pics to DEGAS & NEO. [L/M/H]
- + TINYVIEW.PRG - Slideshow for viewing pics. [L/M/H]

PLEASE NOTE: All clip art has been saved in high resolution. it may be converted to low or medium res. using DEGAS ELITE or PICSWITCH (ST ACE Disks #6 and #27). Some desktop publishing software will load .TNY pics without

conversion and can convert them to resolution needed automatically. Consult your users manual.

ST ACE Disk #33 - Publishing Partner Utilities

This disk contains a series of printer drivers and fonts for Publishing Partner from Softlogik. You must have PP in order to use them.

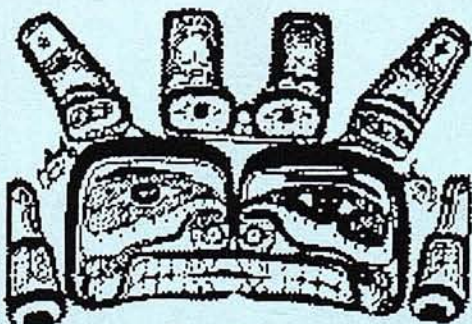
- * DRIVERS - for the following printers;
- + BLUECHIP.PRT
- + C8510A.PRT
- + DRAFT.PRT - Draft quality printout for Epson compatibles.
- + FX286D.PRT
- + FX286F.PRT
- + FX80F.PRT
- + GEMINID.PRT
- + GEMINIF.PRT
- + LQ800F.PRT
- + MX80F.PRT
- + NECP6D.PRT
- + NECP6F.PRT
- + OKI293D.PRT
- + OKI293F.PRT
- + PS_PLUS.PRT - Apple Laserwriter Plus.
- + SB10F.PRT
- + SMM804.PRT
- + T321D.PRT
- + T321F.PRT

Drivers with a 'D' after their name indicate draft quality. Drivers with an 'F' after their name indicate final quality.

- * NEWFONTS
- + COLUMBIA - Color, Mono, and printer.
- + CYRILLIC - " " "
- + HELVETIC - New printer font only.
- + NORMAL - " " "
- + PDREAD.ME - Official instructions on use from Softlogik.



Archaeopteryx lithographica



"Hi Mr. Smith. I'm Tina's blind date."

ST ACE Disk #34 - Publishing Partner Utilities

This disk contains;

- * MANUAL
- + CED.PRГ - Color version of PP font editor.
- + FONTED_1.DOC - Part 1 of editor documentation.
- + FONTED_2.DOC - Part 2 of editor documentation.
- + FONTED_3.doc - Part 3 of editor documentation.
- + HELVETIC - New printer and screen fonts for helvetic.
- + PFONT.PRГ - Creates printer fonts for PP.
- * PP_HPDR - This folder contains fonts and drivers for the Hewlett-Packard Laser Jet series Laser Printers.
- * PP_ICON
- + ICON.PRГ - Changes Printmaster graphic icons into PP format for use as clip art. [M/H]
- + MILITARY.SDR/.SHP - Printmaster Icons that can be converted for use in PP.

IMPORTANT: YOU MUST OWN PUBLISHING PARTNER IN ORDER TO USE THESE PROGRAMS AND FILES.

ST ACE Disk #35 - Games

This disk contains the following folders and files;

- * BNOLD
- + BNOLD.PRГ - A 'Breakout' type game with multiple screens and user editable levels. 6 Different types of bricks to destroy. Fast action! [Low res.]
- * DGDB - Folder contains all the data files for DGDB.PRГ. They are placed in the folder to save confusion. To play DGDB you do not need to remove files from folder.
- * SENSOR
- + SENSOR1.PRГ - Musical color matchup game from Germany. The program is written in GFA Basic and compiled. [Low resolution only]
- + DGDB.PRГ - Maze and arcade game. Find keys, shoot evil creatures and avoid lasers to find your way out of trap! [Low resolution only]
- + ELIM.TOS - Eliminator is a card game in which

you try to beat many other computer generated players. It can also be played via modem with others. [M/H]

ST ACE Disk #36 - Utilities

This disk contains the following folders and files;

- * ACC
- + MELT.ACC - Screen appears to melt when activated. A practical joke that can be restored without damage to work being performed. [L/M/H]
- + PROTECT.ACC - Allows user to protect selected drives from changing any data on selected disk drives. [L/M/H]
- + RASTAC.ACC - Calculator - No Docs!
- + SI_RAM.ACC - New selectable ramdisk and printer buffer. Will automatically load files into ramdisk of selected size at boot-up. [L/M/H]
- * SET_PRT
- + AUTOSET.PRГ - Set printer parameters from this program at boot-up for any program using text output.
- + SETPRINT.PRГ - Place this program in AUTO folder at boot-up to set printer parameters. [M/H]
- * UTILITY
- + BOOTMAKR.PRГ - Replaces STARTGEM.PRГ. Autoloads any file from any directory or folder at boot-up. Now uses file selector box so no more need to use a sector editor. [L/M/H]
- + DISASSEM.PRГ - Disk Disassembler - No docs! [M/H]
- + DISKMECH.PRГ - Create or analyze disk formats, even create your own copy protect schemes! [M/H]
- + FOLDRXXX.PRГ - Just change XXX to the number or folders you wish to use and break the ST 40 folder limit by placing the program in an AUTO folder. Great for hard disk owners! [L/M/H]
- + MENU.PRГ - Disk cataloger written in Personal Pascal. Includes on-line docs. [M/H]
- + SUPRBOOT.PRГ - Place in AUTO folder at boot-up to set time, date, resolution, write verify status, and much more. [L/M/H]
- + SUPRCNFG.TOS - Changes SUPRBOOT.PRГ info according to your personal needs and creates new copy of the program set to your needs. [M/H]

Don't forget the "Five for Four" offer the club has. When you buy four disks you get the fifth free! With seven new disks this should be easy for you.

DISKS AVAILABLE BY MAIL ORDER:

- * ST WRITER - Version 1.70. This is a brand new, greatly enhanced version of the original ST Wordprocessor including new documentation and references that will aid you in using this program.

* ST ACE Disk #1 - D.E.G.A.S. A collection new pictures and fonts for this excellent program by Tom Hudson. You don't have D.E.G.A.S.? Also included is a program which will transfer these files to NEOCHROME format for viewing.

* ST ACE Disk #3 - Utilities, A Collection of 15 useful programs plus additional computer documentations including RAMDISKS, sound demos, calculator accessory, a copy program for some protected disks, a disk library program, BREAKOUT, ELIZA, and more.

* ST ACE Disk #4 - Monochrome Games & Graphics, A disk provided exclusively for the monochrome computer owner. Includes digitized photos, Megaroids computer game, desk accessories, etc.

* ST ACE Disk #5 - Games & Demos, Some of the best demos out on the market plus Checkers, a maze accessory, parachute game, blackjack, and more.

* ST ACE Disk #6 - Utilities, Desk accessory calendar, disk directory print accessory, clock, graphics compressor, address book program, and clues and solutions to PAWN and SUNDOG, etc.

* ST ACE Disk #7 - Basic, A collection of basic games, utilities, and graphics including biorhythm, star charts, financial package, adventure games, internal clock program, and more.

* ST ACE Disk #8 - Miscellaneous, Includes fractals, print spooler, graphics demos, maze game, ramdisk for 1040 users, ARC modem program, labelmaker, etc.

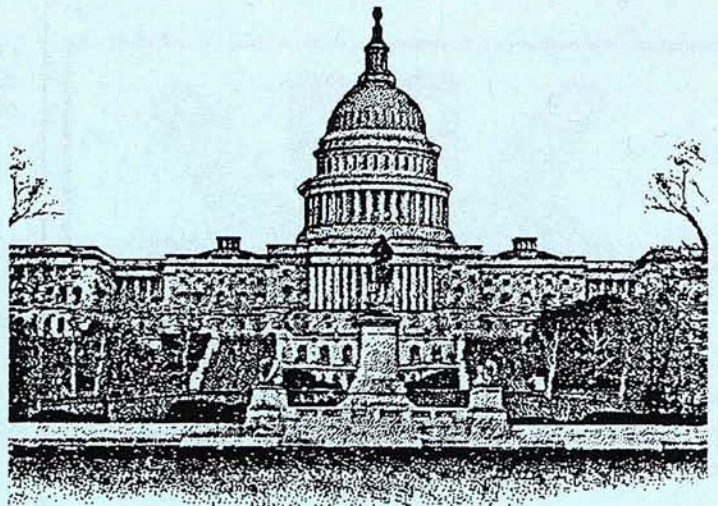
* ST ACE Disk #9 - Amusements, Includes adventure game construction set, maze game, quiz game, Christmas pics, an index to all 1986 ST ACE disks, etc.

* ST ACE Disk #10 - Tiny Pics, 21 Pictures compressed into tiny format for viewing. Also includes a program that will uncompress pictures and change them from NEO to DEGAS format.

* ST ACE Disk #11 - Sound & Graphics, Includes picture display program, speech synthesizer, synthesizer programs and sound demos.

* ST ACE Disk #12 - Hack, Fantasy adventure game.

* ST ACE Disk #13 - DEGAS ELITE, GDOS Fonts, Tiny loader accessory, display program and updates to manuals.



* ST ACE Disk #14 - Utilities, desktop accessory wordprocessor, TI-59 calculator, extended formatter, reset-proof ramdisk, disk labeller, spelling checker, and more.

* ST ACE Disk #15 - VIP, 19 templates for use with VIP including, black book, general ledger, stocks, payroll, checkbook balancer, and more.

* ST ACE Disk #16 - Telecommunications, modem software which incorporates ASCII, XMODEM, and KERMIT transfer protocols. Disk also includes decompression utilities to use on programs you download.

* ST ACE Disk #17 - Games, Includes LARN-a text adventure game, missile command, advanced version of breakout, version 2.0 of Celestial Cesaers, etc.

* ST ACE Disk #18 - MONOPOLY, Plays just like the real game. Mouse driven, play up to three computer generated opponents at one time. Commercial quality graphics game. RUNS IN LOW RESOLUTION ONLY!!

* ST ACE Disk #19 - MUSIC STUDIO - 51 songs.

* ST ACE Disk #20 - Tiny Pics - 18 new pics and a new programmablw viewer program that will allow color pics to be shown in high resolution.

* ST ACE Disk #21 - New Users - Includes many simple utilities that are musts for an ST user as well as a disk cataloger, spooler, ram disk, program that teaches users how to access desktop, etc.

* ST ACE Disk #22 - Created by Ken Williamson our Monochrome librarian. Includes Chess and Pool games. Both are extremely large games.

* ST ACE Disk #23 - PRINTMASTER - A large collection of Icons and borders for use with Printmaster.

* ST ACE Disk #24 - Misc. - Includes new printer buffer, Read Only Control panel, P.D. Version of DEGAS, graphics demos, sector editor, auto loading ramdisk utility, etc.

* ST ACE Disk #25 - GFA Basic - A collection of GFA utilities, demos and games to introduce you to this fast new programming language.

* ST ACE Disk #26 - GAMES - Childrens match up game, Wheel of Fortune, Yahtzee, Checkers, Stone Age arcade game, and more.

* ST ACE Disk #27 - Tiny Pics & Graphic Utilities - Auto loading slideshow of 15 pics in tiny format, new slideshow program (show pics in all res.), PICSWITCH upgrade (now works in monochrome too!).

* ST ACE Disk #28 - Utilities - ASCII table accessory, new control panel, typewriter accessory, GDOS font editor, New ARC shell and ARC related utilities, Disk editor, much more.

* ST ACE Disk #29 - GAMES - Oh so popular with club members! OGRE, Kids spelling game, P.D. version of arcade favorite SINISTAR, Time Bandit hints, Time Bandits Invincible player utility, flight simulator airport files, etc.

That's all for this month! Don't forget all disks are \$5.00 each for members and \$10.00 for non-members. Please remember to include an additional postage and handling if you purchase through the mail. Use the P.O. Box address at the front of the newsletter and mark all orders "ATTN: Disk Librarian". Please allow two weeks for delivery.

BITS

The Truth about the Atari 800 Emulator

For months now I have heard rumours about a program that would allow the ST to run Atari 800 computer software. A few questions may be going through your mind right now, like 'Who would want to emulate a low-power 8-bit with an ST? Isn't that like dressing up a Ferrari to look like a VolksWagon?' or 'What is an Atari 800 anyway?'

Fellow computer enthusiasts who have owned an 800 are probably aghast at that last question. After all doesn't every ST owner know what an 800 is? The simple answer is no, there are many first-time computer buyers that STARTED with the st - and don't know the 800 from Adam. (No pun intended, Coleco.) For the sake of those persons, an Atari 800 is a fine home computer, the forerunner of the

ST. It had a great deal of power for home use, equal to that of any Apple computer of the time, although this was not generally known. It did a fine job on word processing (if you could get by with the 40 column display). It was also a good machine for spreadsheets, databases, and of course, GAMES!

Many ST owners have been waiting with "baited breath" (yuck) for the far-flung emulator to show up from wherever it was hiding.

Alas, now the truth has finally been told. Yes, it is true that a Canadian hacker named Darek Mihocka wrote an 800 emulator. However, it is INCOMPATIBLE with almost all 800 software. Only the simplest BASIC programs will run with the "emulator", and those at a mere fraction of the 800's execution speed.

This comes as bad news for many ST owners that were looking forward to having their cake and eating it too.

Atari Television Ad Campaign Planned.

I can't speak for anyone else, but I get tired of smarty-pants companies like Apple depicting their computers as the salvation of the american student. "Boy, your kid's will be geniuses if you have one of our computers in the class! What, all you've got is an ATARI. Sorry, your kids are going to be educationally handicapped. How do you expect them to learn anything on a GAME MACHINE."

Like many Atari owners, I get tired of attracting blank stares when I'm asked what computer I own. Atari is finally getting their act together with some TV spots of their own. Sam Tramiel is aiming the big guns directly at Apple and IBM in this no-holds-barred campaign. Tramiel, never known for beating around the bush, has dreamed up a series of four spots to be aired during this coming holiday season.

One commercial states Atari's business philosophy: "Business is War". A voice booms that the 1040 ST comes with twice the memory of a standard Macintosh, four times the memory of an off-the-shelf PC-AT - yet costs half as much as the Mac, and a quarter as much as the AT.

One satirical spot shows the extra features which Atari believes accounts for the big price difference - the Apple and IBM logos. One other spot attributes Apple and IBM's success to their marketing skill, rather than their ability to produce a quality product at a fair price. Atari seems to be getting their act together in the marketing arena. Now if they could tackle customer support... ACE

Classifieds

Do you have a classified ad for computer hardware, software, or accessories? Jot down your ad and give it to one of the board members during the monthly meeting.

SOFTWARE

The Music Studio by Activision. \$25
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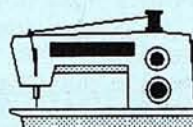
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